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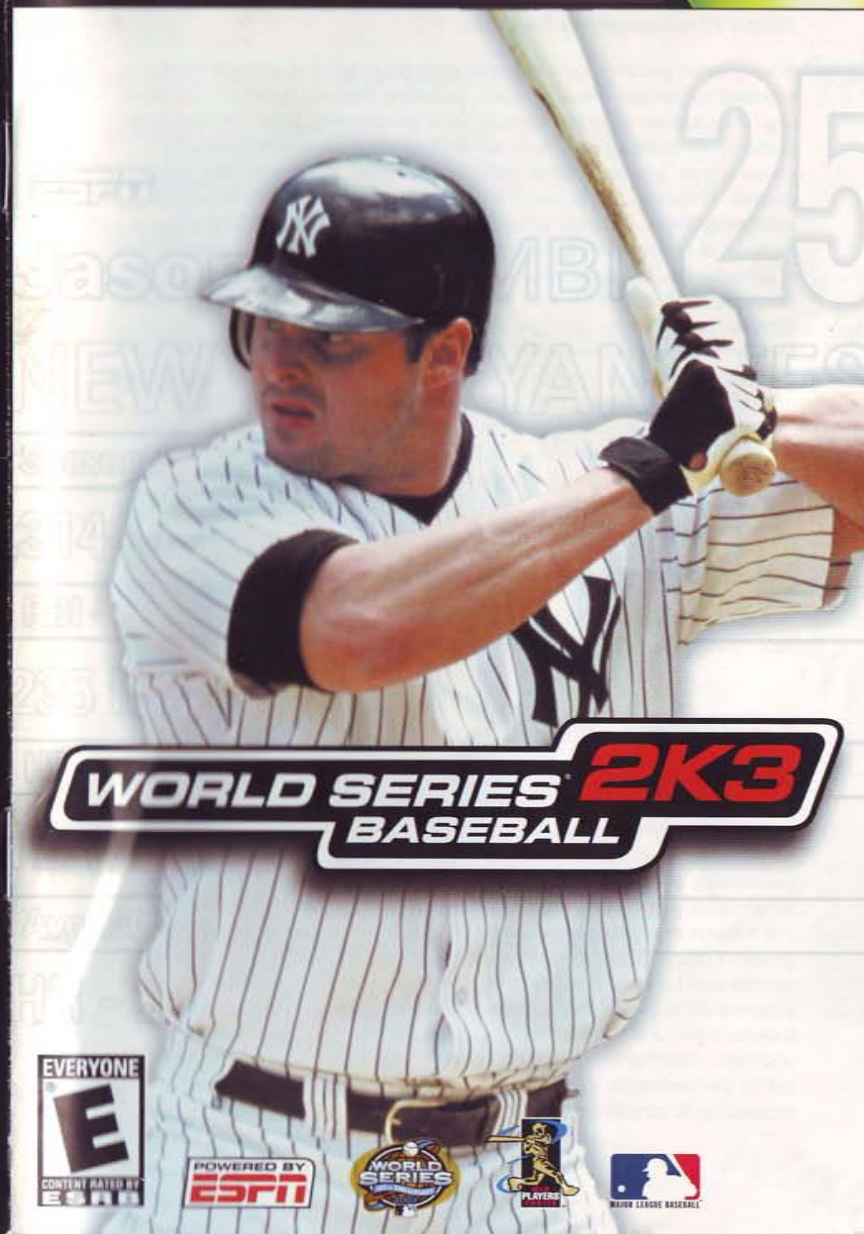
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POWERED BY
ESPN



WORLD SERIES 2K3
BASEBALL



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

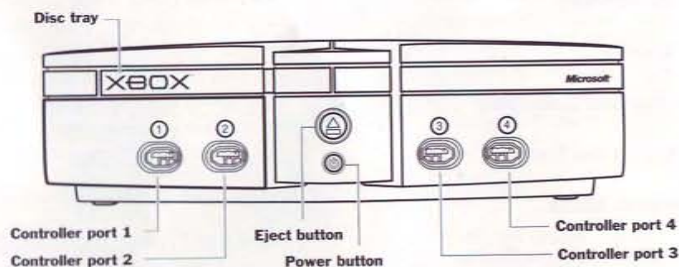
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the World Series Baseball 2K3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing World Series Baseball 2K3.



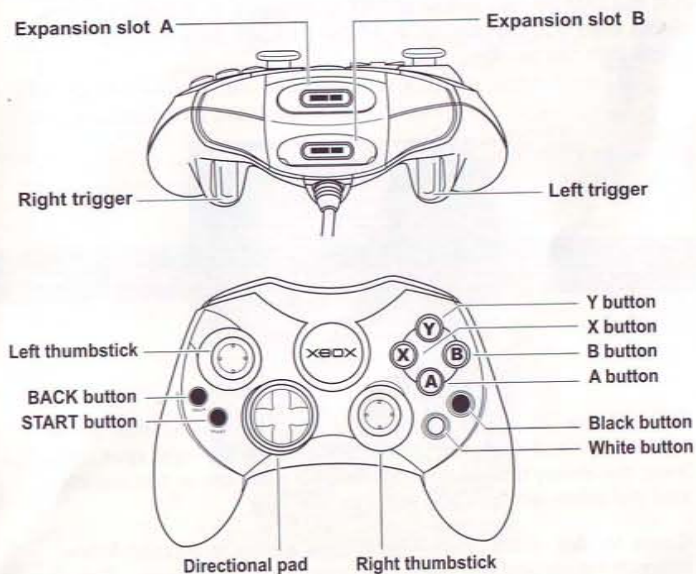
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play World Series Baseball 2K3.



GETTING STARTED: THE MAIN MENU



On the Title Screen, press **START** to advance to the Main Menu. From here you can access all of the different playing modes that WSB 2K3 has to offer.



Quick Game - If you're looking to play a single exhibition game against a friend or the CPU, you've come to the right spot. You'll have the ability to select the teams, your uniforms, the stadium and the game options you wish to use.

Game Modes - From here, you'll have access to Season Mode, Playoffs Mode and our award-winning Franchise Mode. Plus, for the first time, you'll be able to select and compete in the Big League Challenge.

Sega Sports Challenge - Play against a tough CPU opponent, record your statistics and then log on to segasports.com with your SSC code to see where you rank among the best players in the country. For complete info, turn to page 39 or log on to segasports.com.

Roster Manager - Take care of the nuts and bolts of player management here. Create and import players, edit rosters and save/load your existing rosters all in one location.

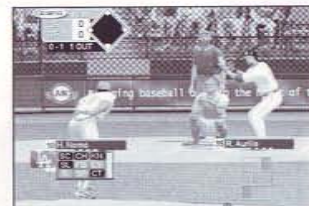
Options - Customize the way YOU want to play World Series Baseball 2K3. Choose to play in Rookie, Pro, All-Star or, for elite players, the new Legend Mode. Also, modify any or all of the presentation settings, gameplay settings or gameplay sliders.

User Records - Create a user name and keep track of your overall performance in such categories as wins, batting average and average home run distance in the Big League Challenge.

Load Game - Load data or a previously saved game from your Xbox hard drive or memory unit.

(* Note that in-game Help Menus are available on many screens in the game by pressing the **Y** button.)

New For 2K3: The Broadcast Camera



In one-player games, you can battle the CPU while using the same camera view that you see when you watch ballgames on ESPN. In Options, select Game Options and scroll down to the CPU Pitcher Camera option. Setting this to On will allow you to experience WSB 2K3 just as if you were watching it on TV.

PLAYING A QUICK GAME

If you're just looking for a little exhibition game action, select Quick Game from the Main Menu, and the Team Select screen will appear.



CONTROLLING TEAMS

Press the **left thumbstick** to select whether you'd like to control the visiting team or the home team (press left to select the visiting team; press right to select the home team). Once you're in control of a team, pull the **left** or **right trigger** to cycle through the 33 available teams in WSB 2K3 (30 MLB teams, two All-Star teams and the Cooperstown Legends team). To select the opposing team in a one-player game, press the **left thumbstick** to the opposite side to select your opponents.

SELECTING THE UNIFORM



Once you've selected your teams, press down on the **left thumbstick** to highlight the Uniform option. Each team has a wide

variety of uniforms to choose from: ranging from standard 2003 home and away jerseys, to current alternate jerseys, to familiar (and, um, "colorful") jerseys of the '70s and '80s. You can even hop into the way-back machine and select woolen, turn-of-the-century duds that come complete with historic accessories such as old-time catchers' masks and fielders' gloves.

SELECTING THE STADIUM

You can next select the stadium to play in by pressing down on the **left thumbstick** to highlight the current stadium, and then pulling the **left** or **right trigger** to cycle through the 36 available stadiums (30 current big league stadiums, five historic parks and Cashman Field, site of the 2003 Big League Challenge).

New For 2K3 – Historic Ballparks



This year, we've added five historic ballparks in which to play...

Crosley Field – Cincinnati (1912-1970)

Forbes Field – Pittsburgh (1909-1970)

Griffith Stadium – Washington, DC (1911-1961)

The Polo Grounds – New York City (1911-1963)

Shibe Park – Philadelphia (1909-1970)

SETTING THE OPTIONS

Should you desire to custom tailor the game to your specifications, press the **X** button to access the Game Options screen. From here, you'll be able to make modifications regarding the difficulty level of the game, the length of the game, camera views and a host of other options. (See page 5 for more details).

SETTING THE LINEUP

Once you've set the above options, press the **START** button to access the Player Substitutions screen. Each team's default lineup will appear on this screen. To replace any player in your starting lineup with a player from your bench/bullpen, first press the **A** button to highlight the player in the lineup, then scroll down to select the reserve player, and press the **A** button again. Similarly, should you simply wish to change up the batting order a bit, highlight any two players already in the lineup by pressing the **A** button, and then select whether you'd like to switch the players' batting order or fielding position.

Once your lineup's set, press the **START** button, and it'll be time to "Play Ball!"

GAMEPLAY BASICS: PITCHING



Selecting The Pitch

Each pitcher comes equipped with his real-life assortment of pitches (available pitches are highlighted in red, whereas unavailable pitches are grayed out and unselectable). To select a

pitch, press and hold the **left thumbstick** in the direction of the desired pitch and then simultaneously press the **A** button. To throw a fastball, simply press the **A** button without moving the stick. There are nine available pitches.

SC	Screwball
CH	Changeup
KN	Knuckleball
SL	Slider
FB	Fastball
CV	Curveball
SI	Sinker
SP	Splitter
CT	Cutter (Cut Fastball)

Selecting The Location

Once you've selected the pitch, it's time to select the location. Press the **left thumbstick** to move the aim indicator (a baseball) to the location in which you'd like to throw the ball. Once you've targeted that location, press the **A** button to deliver the pitch. The aim indicator will remain on-screen until the ball actually leaves the pitcher's hand, so you can continue to move the indicator around and around so that your opponent doesn't know exactly where the pitch is going. Plus, you can change where the pitch is going up until the ball leaves the pitcher's hand by pressing the **A** button again as often as you'd like.

Note that if you've selected to play with the Pitch Cursor option set to Off, no aim indicator will appear, leaving your opponent to only guess where the pitch might be heading. For more detailed information regarding pitching options, see page 17.

Keeping An Eye On The Baserunners:

Good pitchers know that it's in their best interests to keep baserunners honest when they're aboard. Thus, to try a pickoff move, pull and hold the **left trigger**, and then press the button corresponding to the base you'd like to throw to:

B – 1st Base

Y – 2nd Base

X – 3rd Base

As a second option, you can also make a pickoff move by pulling and holding the **left trigger** as before, but instead pressing the **right thumbstick** in the direction in the direction of the base you wish to throw to. Also, regardless of which method you choose, you'll only be able to throw to a base that's either occupied by a runner or one that a runner's breaking toward.

If you're thinking that a baserunner could very well be on the move, it might be a good time to call for the ol' pitchout. To do so, select your pitch and location as usual, but instead press the **X** button to deliver the ball to the plate. Also, if you're not comfortable at any time with your pitch selection, press the **B** button to step off the rubber and start the process over.

The Hot Zone:



When the batter steps up to the plate, you'll notice an overlay on-screen that is divided into nine zones. Some of the zones will be in red, some will be blue and some will be clear - these represent the

spots in the strike zone where a player's strengths and weaknesses shine through.

You'll find five different colors for each hitting zone: dark red, light red, clear, light blue and dark blue. As a pitcher, you'll likely want to avoid the red areas, as this is where the batter generally feasts on pitches. You may have to pitch to those zones occasionally so that the batter doesn't lock on to pitches in his colder zones, but you'd probably be best served not to challenge him in the red zones too often.

GAMEPLAY BASICS: HITTING

Button	Action
A	Contact Swing
B	Power Swing
Y (early)	Sacrifice Bunt
Y (late)	Bunt For Hit
Left thumbstick	Move Hitting Cursor



When at the plate, you can control the hitting cursor by using the left thumbstick. As each pitch is thrown to the plate, move the hitting cursor to the ball in an attempt to zero in on the pitch. The center of the cursor is your optimum point of contact. If you're too far underneath the ball, you'll likely pop it up. Similarly, if you're on top of the ball, you'll likely drive it into the ground.

As the ball's reaching the plate, press either the **A** button (for a contact swing) or the **B** button (for a power swing). Note that pressing the **A** button will give you a better chance to hit a line drive or to make contact with the ball, but a lesser chance of hitting the ball a long way. Pressing the **B** button will greatly increase your chances of hitting a long ball, but it will also decrease your cursor size slightly. Thus, you'll be more likely to pop one up or swing and miss if you're not right on the pitch.

Beginners should pay attention to the on-screen text that appears following each pitch that's swung on and missed. It will tell you whether you swung too early, too late or just right on the pitch, and will also tell you if you placed your cursor too far above, below, to the left or to the right of the pitch as it traveled through the zone.

To have your batter square for a sacrifice bunt, press and hold the **Y** button before the pitcher begins his delivery to the plate. As with swinging at the ball, you'll need to position your cursor directly over the pitch to perform a well-executed sacrifice. To pull the bunt back and take the pitch, simply release the **Y** button before the pitch reaches the plate.

New For 2K3 - The Drag Bunt



If you've got a speedy guy like Kenny Lofton, Rafael Furcal or Ichiro at the top of your lineup, it's not a bad idea to see if he can get a rally started by laying one down and seeing if he can beat it out. This year, WSB 2K3 gives users the opportunity to try a drag bunt in hopes of catching the defense off-guard. To perform the drag bunt, wait until the pitcher has already let go of the pitch, and then press the **Y** button as the pitch reaches the plate. If you press **Y** too early, your man will perform a regular sacrifice bunt.

GAMEPLAY BASICS: BASERUNNING

Button	Action
X or left trigger	Advance the baserunner(s)
Y	Stop the baserunner(s)
B or right trigger	Return the baserunner(s)
left thumbstick ➡	Retreat to first base only
left thumbstick ⬆	Advance/retreat to second base only
left thumbstick ⬅	Advance/retreat to third base only
left thumbstick ⬇	Advance to home plate only



Getting a grasp on the basics of baserunning is essential if you hope to have any success in WSB 2K3. To advance a runner to a specific base, press the **left thumbstick** in the direction of the base you'd like the runner to advance to, and press the **X** button. If it looks as if you're in danger of being thrown out, you can always retreat by again pressing the **left thumbstick** in the direction of the base you previously occupied and then pressing the **B** button. If you're in a pickle and you want to stop in the middle of a basepath, press the **Y** button. To advance or return ALL runners, press the **X** or **B** button without moving the **left thumbstick** in any direction.

New For 2K3 - Leading Off



New to World Series Baseball this year is the ability to have any baserunner attempt to increase his lead at the bag in an effort to get a better jump. From the normal (or default) lead position, you'll now have the ability to extend the runner's lead by one or two extra steps. To do so, pull and release the **left trigger** once for each extra step you'd like the runner to take. To move the runner back one step while the pitcher still has the ball, pull the **right trigger**.

Before the pitch, each baserunner will take his normal, default lead. While in this position, your runner is considered to be a safe

distance from the bag, meaning that he'll automatically return to the bag safely should the pitcher make a pickoff throw (provided you don't press the **X** button to advance him). However, once you start extending a runner's lead, you'll put him in danger of possibly being picked off. Thus, if the pitcher spins and throws back to the base, you'll need to pull the **right trigger** quickly to get your man back in time. From one extra step away, you have a little bit of cushion with regard to your reaction time, but if you push your lead as far as you can get, you need to be lightning quick on the trigger finger if you want to get back in time to thwart the pickoff attempt.

GAMEPLAY BASICS: DEFENSE



Button	Action
left trigger	Change Player
right trigger	Dive/Jump
left thumbstick	Move player
B	Throw to 1st base
Y	Throw to 2nd base
X	Throw to 3rd base
A	Throw to home plate

Once the ball is put into play, the CPU will automatically give you control of the player that's closest to the ball and is best able to

make the play. Look for the player with the yellow circle underneath him to see who you're controlling. Press the **left thumbstick** to run toward the ball and make the play. If the ball gets by you and you'd like to control a different player, pull the **left trigger** to switch control to the next closest fielder.

New For 2K3 – Jumping/Robbing A Home Run



"Here's a swing and a drive...deep left field...the left fielder's back... to the track...to the wall...he leaps...and he **MAKES THE CATCH!!!** Oh, my goodness, he **ROBBED A HOME RUN!!!**"

It's one of the most exciting plays in all of baseball, and now it can be performed in WSB 2K3. If a ball looks as if it's just going to clear the wall, your outfielder will have the opportunity to pull it back in. Race your outfielder back to the wall and pull the **right trigger** to have him scale the wall. Timing is everything. It's probably not a play you'll see every day, but it **IS** possible.

Note that pulling the **right trigger** will also allow infielders to get up there to spear line drives as they're heading toward the outfield, but heck, that's not nearly as fun!

ADVANCED GAMEPLAY

Queuing Up Bases To Steal – In the past, stealing second base meant pressing up on the **left thumbstick** and then pressing the **X** button. That was fine in a one-player game, but in a two-player game, the opposing user was always tipped off to the steal when your batting icon shot to the top of the screen. What to do?

Problem solved. To queue up a steal of a particular base, prior to the pitch, press the **D-Pad** in the direction of the base you'd like to steal. The queued runner(s) will automatically steal when the pitcher begins his delivery.

D-pad ↑ Queue up steal of second

D-pad ← Queue up steal of third

D-pad ↓ Queue up steal of home

Pitcher Fatigue – Be sure to keep an eye on the thin yellow stamina meter located to the right of the pitcher's pitch selection overlay. Once the meter begins dropping under the 50% mark or so, the pitcher's accuracy will become increasingly erratic. Once it falls under 25% or so, it might be time to start loosening up some arms in the pen. Pitcher fatigue can also be set to Off in the Options Menu if you'd like your pitcher to be a stallion out there.

Variable Pitching – Variable Pitching causes the pitcher's control ratings to affect the accuracy of his pitches. If you want pitches to go exactly where you aim them, set it to Off in the Options Menu. Otherwise, your pitches will tend to have a Low, Medium, or High margin of error, depending on the setting you choose.

New For 2K3 – The Active Bullpen



This year, you can opt to really micro-manage your club by enabling active bullpens. With this option set to On, you'll need to warm up your pitchers before you bring them into the game. If you bring a man in before he's fully warm, he'll be at less than optimal effectiveness.

Gameplay Sliders – This year, you'll be able to closely control the talent of your CPU opponent by manipulating the Gameplay Sliders. From the Main Menu, select Options and then select Gameplay Sliders. You'll be able to decide the CPU's level of effectiveness with the following options: Pitching Ability, Batting Average, Frequency of Taking a Ball, Frequency of Taking a Strike, Frequency of Throwing Strikes and Frequency of Stealing Bases.

In-Game Injuries And Ejections – WSB 2K3 goes a step further toward providing the ultimate baseball experience by introducing in-game injuries and ejections. If you want to begin a bean-ball battle, don't.

Aligning Your Fielders - A key component of great managing is knowing where to position your fielders on any given play. As each batter stands at the plate, you can adjust your defensive setup by pressing the **D-Pad**. Pressing it left or right will cycle through the available infield positions, and pressing it up or down will cycle through the various outfield positions. Here's a list of the different shifts that are available.

INFIELD:

Normal – The default infield position.

Fielders Back – Your fielders will play deep to guard against hard-hit grounders getting through. This is a good alignment when a guy like Edgar Martinez is up there, but not so good against a guy like David Eckstein that can beat out a slow roller.

Fielders In – Late in the game, with the tying or go-ahead run on third, use this formation to keep your infielders in position to cut down a runner at the plate. The trade-off is that the fielders will lose lateral movement, making it more difficult to track down a grounder that's not right at one of them.

Fielders Left – Employ a shift against pull-hitting righties like Gary Sheffield.

Fielders Right – Employ a shift against pull-hitting lefties like Barry Bonds.

Double Play – The shortstop and second baseman cheat toward the middle so they'll be in a better position to turn two. You'll probably want to use this with less than two outs and a runner on first.

Guard Lines – Your first baseman and third baseman hug the foul lines. Use this alignment when you're protecting a lead late in the game and want to prevent a double down the line.

Guard Bunt – Bring your corner infielders in a few steps to guard against the bunt. Be careful, though – if the batter bluffs the bunt and swings away he can smoke one right past your guy.

OUTFIELD:



Normal – The default outfield position.

Shallow – Bring your outfielders in against a poor hitter, or give them a better shot at a play at the plate in the late innings of a game.

Deep – Use this formation with a power hitter at the plate.

Shift Left – Swings your outfielders around to the left. Good against strong right-handed pull hitters.

Shift Right – Outfielders play to the right of their normal positions. Good against strong left-handed pull hitters.

The CutOff Man – or Relay Man.



So, here's the situation. You've got two outs and a runner on second. The batter swings and grounds a base hit to right. You throw to the plate in hopes of gunning down the lead runner, but it appears obvious that he's gonna score easily. Meanwhile, the batter sees that you're throwing home, so he makes a break for second. What do you do?

Major League teams would likely cut the ball off and throw behind the runner to nail him at second and get out of the inning. You can, too.

In most situations, when an outfielder throws a ball, the ball will first travel near the glove of a cut-off man (or relay man) while the ball's on its way toward the base. To cut the ball off and redirect the throw to a different base, press the button of the base you wish to throw to (**B** for first base, **Y** for second base, **X** for third base or **A** for home plate), but make sure you press the button **BEFORE** the ball reaches the cut-off man. Wait too long, and the ball will sail past the relay man before he can make a play on it. If you'd like to cut the ball and hold it, pull either trigger.

SEASON MODE

Think you have what it takes to take a club to a championship in just one year? Think you can guide your team farther into the postseason than your roommates can? You and up to 29 of your friends can have a go at it here in Season Mode.

First things first, you'll need to set all the options just as you like them. Among the options to set are the number of human-controlled teams in the league, the length of the season, whether or not there'll be a fantasy draft and how active the CPU will be in running your day-to-day operations.

Once you've put together your roster, familiarize yourself with the Season Menu screen. It has everything you'll need to manipulate your roster, make trades, set your lineups and play your season.

Trading

On the Season Menu screen, select General Manager and select Trades to access the trading option. This screen analyzes your club's strengths and weaknesses as well as those of a potential trading partner. The red upper bar represents your club's strength at a given position and the yellow lower bar shows that of the other club.

Player Name	Age	Bats	Throws	O	AVG	AB	H
1B: [Player]	25	R	R	0	0.250	2	0
2B: [Player]	24	L	L	0	0.250	2	0
3B: [Player]	23	R	R	0	0.250	2	0
SS: [Player]	23	R	R	0	0.250	2	0
LF: [Player]	23	R	R	0	0.250	2	0
CF: [Player]	23	R	R	0	0.250	2	0
RF: [Player]	23	R	R	0	0.250	2	0
P: [Player]	23	R	R	0	0.250	2	0
C: [Player]	23	R	R	0	0.250	2	0

Obviously, the best trades are those that can help both clubs. If you see that relief pitching is a problem area for you, but you have an extra catcher to dangle, it might be a good idea to search for a club that's weak behind the plate but strong in the pen.

To make a trade offer, first press the **A** button to call up your team's roster, then highlight the player you hope to deal and press the **A** button again. Repeat this step if you'd like to include two or more players in the deal. Then press the **X** button to highlight the team you'd like to deal with. Pull the **left** or **right trigger** to find the club with which you wish to deal, and highlight and select the players involved as above. When the particulars are set, press the **START** button to see if the CPU club has approved your trade request.

If the CPU team declines the offer, you can modify the trade by adding/subtracting/changing players.

Injuries And The Disabled List

As with Major League Baseball, pennants can be won and lost depending on how you as a manager are able to juggle your roster and lineup when the inevitable injury bug bites.

During the season, injuries will be reported to you on the Schedule screen. An overlay will appear telling you who the injured player is and how many days he's scheduled to miss. The CPU will also ask you if you'd like to place him on your disabled list. Some decisions are no-brainers, such as a player that's due to miss the remainder of the season with a broken leg. Others require your managerial skills to decide what's best for your club. If you have a player that's due to miss a week or so, do you keep him on the active roster knowing that you can't use him for a week and will be a man short? Or, do you place him on the DL and call up a man from the minors, knowing that the injured player will be healthy and unable to do anything for about a week after his injury heals and before the 15 days are up? It's all up to you.

CREATE PLAYER



World Series Baseball 2K3 gives you the opportunity to create a player for use anywhere in the game. Whether you'd like to create yourself, your family, your local team or perhaps even re-create some of your favorite players from seasons past, select Roster Manager and then select Create Player to access this feature. You can create up to 25 unique players – enough to fill an entire team.

The Create Player screen will offer you a variety of different characteristics to modify so that your created player is exactly the way you want him. Edit your player's name, number, batting/pitching styles, accessories and talent levels.

Once you've created your player(s), you can import them onto a roster for use in any Season or Franchise Mode game. To do so, select Import Player, highlight the player and press the **A** button. The player will immediately be placed in the league's free agent pool. To add the player to your roster, enter the mode you'd like to play in, select General Manager, select Free Agents, highlight the newly created player and press the **A** button. The player will then be signed to the club's minor league club, so you'll next need to demote one of your current major leaguers and promote the newly created player if you'd like to get him into a game.

QUICK REFERENCE SHEET

Batting:

A – Contact Swing

B – Power Swing

Y (pressed early in the pitcher's motion) – Square to bunt

Y (pressed late in the pitcher's motion) – Bunt for base hit

Left thumbstick – Move batting aim icon.

Baserunning:

X – Advance baserunner(s)

Y – Stop baserunner(s)

B – Return baserunner(s)

Leading Off:

Left trigger – Increase lead one step

Right trigger (while pitcher has ball) – Decrease lead one step

Right trigger (when pitcher throws over) – Dive back to base

Pitching:

Step One: Press and hold the **left thumbstick** in the direction of a pitch and press the **A** button to select the pitch (unavailable pitches are grayed out)

SC – Screwball CH – Changeup KN – Knuckleball

SL – Slider FB – Fastball CU – Curveball

SI – Sinker SP – Splitter CT – Cutter (Two-Seam Fastball)

QUICK REFERENCE SHEET

Step Two: Press **left thumbstick** to select location

Step Three: Release Ball

A – Throw pitch to home plate

X – Pitch out

B – Step off the rubber and start over

Hold **Left trigger** + **B** – Pickoff move to first base

Hold **Left trigger** + **Y** – Pickoff move to second base

Hold **Left trigger** + **X** – Pickoff move to third base

Left trigger – Look over at runner

Defense:

Left trigger – Change Players

Right trigger – Dive/Jump/Lunge

Left thumbstick – Move player

B – Throw to First Base

Y – Throw to Second Base

X – Throw to Third Base

A – Throw to Home Plate

USER RECORDS

With a user record, WSB 2K3 will keep track of your personal statistics and records every time you play a game. To set up a new user record, select User Records from the Main Menu, select User List, highlight the "create new user" field and press the **A** button. Enter your user name with the on-screen keyboard and you'll be all set.



The next time you play a game, press the **Black** or **White** button to cycle through all available user names, and select the one you'd like to play with.

To check the high score rankings for all created users on a given Xbox, select User High Scores. Press the **D-Pad** left or right to cycle through all the available categories.

New For 2K3 – User Batting And Pitching Profiles



You keep asking for more and more information to help you play the game better, and each year we deliver more and more. This year, you'll really be able to see your strengths and weaknesses by selecting each user's batting and pitching profiles. The batting

profile highlights which areas of the strike zone the user has success against, and it can be broken down ever further to see how the user fares against any of the nine specific pitches. The pitching profile shows the same information from a pitching perspective, giving you information as to which locations you're having success or trouble with on a pitch-by-pitch basis.

FRANCHISE MODE

Overview

World Series Baseball 2K3 features perhaps the deepest Franchise Mode ever available in a baseball game. Let's quickly run through a few of the basics before we get into the nuts and bolts of running your own franchise.

Just as in Season Mode, you'll need to first set up a few options before you can get things rolling. You'll be able to customize your franchise with the following specifics:

Season Length - Choose to play a 10, 20, 40, 80, 120 or full 162-game season.

Fantasy Draft – Select from one of the following four options.

Random Order - The draft order is randomly selected for each round.

Fixed Order - The CPU randomly selects a draft order for round one, then uses the same order for subsequent rounds.

Serpentine - The CPU randomly selects a draft order for round one, then reverses the order for round two. All subsequent rounds follow the same pattern.

Off - Teams bypass the draft and begin play with their real-life 2003 rosters.

League Budgets – You can set budgets to one of three options.

Standard - Each team's budget is enough to cover their current players.

Custom - You determine the budget for all 30 teams.

Random - The CPU randomly assigns each team a budget to begin their franchises.

Note that teams' budgets will fluctuate from year to year depending on the success or failure of their previous season and their attendance.

Computer Trading - If this option is set to Off, CPU-controlled teams are not allowed to trade with one another. If it is set to On, CPU-controlled teams trade with each other normally.

CPU Trade Proposals - With CPU Trade Proposals set to On, the teams controlled by the CPU will periodically make trade offers with you, and you'll have to decide whether to accept, decline or modify the offers. With this option set to Off, your club can still make trades, but they'll only occur if you initiate a deal with another club.

Injuries - Decide whether you'd like injuries to occur occasionally during the season, or whether you'd like your players to drink from the fountain of youth and play with no risk of injury.

All Fictional League - Set this to Off if you'd like to begin your franchise with existing Major League players; set it to On if you'd like to generate a league full of fictional players. Note that even if you set this option to Off, fictional players will still begin to appear as the years go by.

Hitter Fatigue - With Hitter Fatigue set to On, the performance of your players may deteriorate to some degree if they remain in the lineup every day. Players will need to be rested occasionally to keep them fresh and playing at their best.

Clearly, players that are accustomed to playing every day (such as A-Rod or Miguel Tejada) will suffer very little fatigue, if any at all. However, if you're planning on starting that 38-year-old catcher 160 games this year, you'd better also plan on him wearing down come the dog days of summer.

Injury Management - Decide how active a role you'd like to take in managing your team's roster and lineups when injuries strike.

Always Off - You're always in control of every aspect of your club.

Always On - The CPU will take care of selecting replacements.

Minor Injuries Only - The CPU will take care of selecting replacements when a player is only scheduled to be out for a short period of time.

Lineup Management - With Lineup Management set to On, the CPU will automatically adjust your default lineups following every transaction or injury. With this option set to Off, you'll be required to make any modifications yourself.

Pitching Rotation Management - Similar to the Lineup Management option, you can either let the CPU take control of setting up your pitching staff following any moves you make, or you can opt to keep complete control yourself.

Auto Minor League Management - With this option set to On, the CPU will use its judgement in promoting and demoting players. When set to Off, you'll need to make the decisions on your own.

THE FIRST YEAR

Once you've set your options, it's time to get the wheels in motion. First, select the team you'd like to control, and press the **START** button to move forward.

The Management Draft

Your first official item of business is to assemble your front office and on-field staff. The process works as a draft, so you'll need to target the position for which you're most interested in hiring a quality person. Remember that you'll need to keep the salaries of your staff members within the budget you've been allotted.

To select your personnel, pull the **left** or **right trigger** to toggle through the five categories, highlight the person you'd like to hire and press the **A** button. You'll need to draft and hire people to fill the following positions:

Scouting Director - He's the eyes and ears of your entire organization. This person's job is to inform you of his opinion on every player he sees. He'll also analyze unsigned players and give you his two cents worth concerning their future chances for success. A good scouting director will scour the world looking for the best young talent.

Minor League Director – He's responsible for developing your young players, giving them the instruction they need to succeed at the big-league level.

Batting Coach – This person helps veteran hitters maintain their skills over the course of the season and aids in the development of young batters.

Pitching Coach – He'll help veteran pitchers maintain their skills over the course of the season and aid in the development of young pitchers.

Manager – A key component of any winning club, he analyzes your roster and budget, and comes up with trade propositions that he feels will help the club. He also assists in training and oversees the batting and pitching coaches.

Never underestimate the importance of having a good organization behind you. Each member of your staff will contribute in a very tangible way to the ultimate successes or failures of your club. You probably don't want to spend so much money that you have nothing left to spend on acquiring players, but you also don't want to assemble a cheap, cut-rate staff. It's one thing to have a lot of money to sign free agents, but as we've seen in the major leagues, it's another to spend your money wisely.

Once you've completed the Management Draft, it's time to move on to the main course – the player draft (unless you've chosen not to do one).

THE INITIAL DRAFT

Drafting in Franchise Mode is significantly more complex than drafting in Season Mode. Now, not only do you have to assemble a competitive team, but you also need to keep an eye on the future of your organization as well as the budgetary bottom line. Sure, you'd love to have a guy like Rafael Palmeiro in your lineup, but is it in your best interests to build your club around him, or should you target a younger guy like Paul Konerko that might not be quite as good, but might come with a cheaper price tag and also stick around for a few more years? You'll have to decide whether your organizational philosophy is to go for broke in hopes of building a championship club now, or whether you want to build a club that you hope can compete and get better year after year.

When it's your selection, you'll see the number of budget points you have remaining displayed at the top of the screen next to your scout's name. You'll also notice that your scout has provided his views in the PTN column on the long-term potential of a select number of players. So, if you've invested in a scout you trust, you can use that information to help decide whether a player's going to improve or if perhaps his best days are behind him. To get a detailed overview of the player, press the **Black** button to view the player's card. From there, you can also pull the **left** or **right trigger** to view the player's career stats and his current ratings.

Note: It's important to understand that each player's salary (located in the BP column) corresponds to what he's due to earn EACH YEAR! So, if Jeff Bagwell is signed for 4 years at 80 budget points, that means that he'll earn a salary of 80 for each of the next four years, not 20 for each of the four years for a total of 80.

New For 2K3: Loyalty

Sadly, the days of a player spending his entire career with one organization seem to be a thing of the past...or are they? This year, WSB 2K3 introduces a Loyalty rating for each player, signifying how loyal the player is to your organization. To view any player's rating, highlight his name, press the **Black** button to call up his player card and look in the Gen. Ratings column.

As with life in the majors, loyalty is something that's not automatic – it needs to be earned over time. And, as with any working environment, it can fluctuate up and down depending on the circumstances. If you're constantly shopping the player around in deals, benching him, making him substandard contract offers or if your team's a perennial loser, your player probably won't be very loyal to your club. As a result, he might be reluctant to re-sign for the market rate in the offseason, might not be as willing to play through nagging injuries and may go so far as to demand a trade.

On the flip side, if you value your player enough to reject trade offers for him, play him regularly, keep his salary at a high level and your club is enjoying a run of success, chances are he'll want to stick around. Thus, he might ask you politely not to trade him if you try, might be more likely to not let those nagging injuries affect his performance and might even require less money to re-sign him when the time comes.

PREPARING FOR THE SEASON:

Once you've got your management team and your roster in place, it's time to get the 2003 season underway. Following the player draft, you'll be directed to the Franchise Menu screen. Take a few minutes to get to know this screen, because it will become your best friend over the course of your franchise. Here's a quick rundown of what each option provides.

Manager:

Set your pitching rotation, bullpen roles and starting lineups, view other teams' rankings and players, check out your disabled list and view a complete summary of your team's accomplishments.

New For 2K3 – Giving Players Time Off

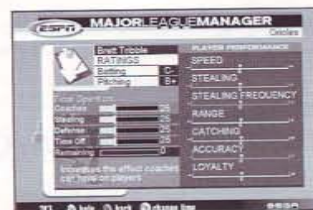
This year, you can set your lineup such that players do not necessarily have to play every single day if they're in your default lineup. Thus, an iron man like a Todd Helton might not need a day off here or there, but a veteran player like Ellis Burks will definitely benefit from playing only four or five times a week. Similarly, your bench players will likely be a bit more productive if they find their way into the starting lineup now and again.

To access this feature from the Franchise Menu screen, select Manager and then select Lineups. By pulling the **left** or **right trigger**, you'll find your team's four default lineups (vs. lefties and righties, with a DH and without). Then, to change the percentage of time that players appear in the starting lineup, press the **White** button twice to access the Lineups/Depth Charts screen. Press the **X** button to select the Backup column, and move your highlighter to select any position in which you'd like to have a backup occasionally fill in for your regular starter. Press the **A** button to select that position, press the **X** button to highlight your bench players and then press the **A** button to move the selected player into the Backup column. Finally, press left or right on the **left thumbstick** to select the percentage of time that you'd like that player to appear in the starting lineup. Repeat these steps for all four default lineups if you deem it necessary. If this process seems a bit much for you, you can press **START** and have the CPU set up your lineups, depth charts, or both.

General Manager:

Shuttle players between the major and minor leagues, make trade offers with other clubs, make contract offers to your players, sign free agents, manage your budget expenditures and decide what you'd like your front office staff to focus on. Plus, by selecting Coaches, and then selecting Coach Contracts, you can now fire or re-hire your coaches at any point during the season.

New For 2K3 – Coach Sliders



We've all heard about playing baseball "the Dodger way," but now you can decide your organization's coaching philosophy. Do you want your guys swinging for the fences every at-bat, or do you think that patience is the key to success? Would you rather have your pitchers spend their time on conditioning, or would that time be better spent studying hitters?

From the Franchise Menu screen, select General Manager, select Coaches and select any of the five coaching positions. For example, let's say we want our coaching staff to emphasize power hitting. If we select the Batting Coach option, we can vary the amount of time the coach spends working on the Contact, Power and Discipline categories. So, if we decrease the percentage of his time working on Contact and Discipline to, say, 15% of his time for each, he can now spend 70% of his time working on teaching guys to swing for the fences.

(Note that if you want to increase the percentage in any one category, you must first decrease the percentage from another by pressing left on the **left thumbstick** or **D-pad**.)

League:

View standings, statistics, news and league leaders, get updates on who's leading in the race for All-Star Game invitations and postseason awards, and visit your league's Hall of Fame.

Schedule:

View your team's schedule for the current year.

Setup:

Modify the game's options, edit your roster, and create/import new players.

PLAYING THE SEASON/PLAYOFFS

Once you've got everything all set up the way you want it, it's time to play ball! From the Franchise Menu, select Schedule and begin your season. You can choose to play as many or as few of the games as you wish. To simulate any number of games, highlight any game on the schedule and press the **A** button. If you're skipping more than one game into the future, you'll be asked whether you'd like to simulate all games through the date selected or whether you'd like to simulate the games and then play the game selected.

As you're simulating games, various events may occur (i.e. – an injury, a player demands a trade, another team makes you an offer, etc.). A pop-up screen will appear asking what you'd like to do in these situations. Plus, as you're playing/simulating, be sure to check out the News box to catch the latest from around Major League Baseball. This box will fill you in on teams that are shopping players, weekly and monthly award-winners, players that have reached career milestones and just about everything else of interest to a franchise owner.

Also, for the first time, you'll be able to simulate a game and view the full and complete box score. When simulating, select "Through this game (with box score)" to view the box score from the last simulated game. Once on the Box Score screen, pull either trigger to view each team's pitching and batting statistics.

New For 2K3 – Awards And Career Records/Statistics



Player Name	Team	Pos	AVG	HR	RBI	SB
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25
SS D. Lirio	SEA	SS	.285	25	105	25

This year, you'll be able to see which players are at the top of their game, as WSB 2K3 hands out numerous awards both during the year and at season's end. Among the prestigious honors to be bestowed in each league are the Most Valuable Player, Pitcher of the Year, Reliever of the Year, and Rookie of the Year awards, as well as the Louisville SILVER SLUGGER® and Rawlings Gold Glove® awards. In addition, the Franchise News screen will keep you up to date as to which players were named their league's top batter and pitcher on a weekly and monthly basis. Your franchise can also pick up team awards at the end of the year that range from team Batting Champs and Executive of the Year all the way down to Tightwad of the Year.

It should also be noted that Franchise Mode statistics and records will carry on from season to season, and will continue to compile for existing players that enter 2003 with Major League statistics. Thus, you'll be able to see when (or if) such occurrences as Barry Bonds' 756th home run or Roger Clemens' 300th win occur in the near future, or whether guys like A-Rod or Pat Burrell make a dent in the record books in the next decades to come. The game also features a Hall of Fame that will induct eligible members immediately upon their retirement.

PLAYER PERFORMANCE

At the season's end, you'll be given a look at your team's Player Performance screen. Here, you'll find information as to how your players are developing. This screen will be a good indicator as to which players outperformed their expectations and deserve to be rewarded, and will also show which players performed poorly and might be looking for work elsewhere the following year.

Before the offseason officially begins, you'll be able to examine the results of the just-concluded season and you'll have one last chance to attempt to sign your players to new contracts before they expire. When you're ready to close the book on the year, select Proceed to Offseason.

THE OFFSEASON

For many players, the offseason signifies a good time to take a vacation... maybe relax and unwind a bit on a tropical beach somewhere. Unfortunately, as a franchise owner, you have no time to take part in such indulgences. It's right back to work for you!!

Pending Free Agency

The first item on your to-do list is to have a look at which of your players filed for free agency in November (though, if you were smart, you would've considered locking up some of your most important players during the season). You'll also be notified if any of your players have decided to retire.

What To Do With Your Management Personnel?

Next, you'll need to make some executive decisions as to the make-up of your staff. Some of them may have served the length of their contracts, so you might need to attempt to re-hire them or search for replacements. As with free agents, you'll need to see who's available, find the man that you feel is right for the job and then make him a contract offer. If it's too low, he can refuse it and hook on elsewhere, so you'll need to decide how much each man is worth.

The Amateur Draft

Next on the agenda is preparing for the amateur draft. Here's where you stock up your minor league system with the best young talent available. Your scout will give you information as to what he believes each player's potential to be, but in the end, it'll be up to you to conduct the five-round draft.

The Free Agent Signing Period



The screenshot shows the 'NEGOTIATIONS' screen with the following details:

- SET UP OFFER:** YES
- Budget Points Collected:** 11
- Budget Points Available:** 255
- Years Offered:** 3
- BP Offered this Round:** 0
- M. Stars:** 100
- POE REF: 1000**
- PLAYERS RANKING:**
- PLAYERS:** FR-73, WILK-97, AUSTIN-91, SANCHEZ-95
- AVG:** .47, .23, .28, .28
- HR:** 47, 23, 28, 28
- SLG:** .47, .23, .28, .28
- OPS:** .47, .23, .28, .28
- BB:** 47, 23, 28, 28
- SO:** 47, 23, 28, 28
- SB:** 47, 23, 28, 28
- WAR:** 47, 23, 28, 28

Ah, time for the really fun part. Now, you as the general manager get to go to the bargaining table with available free agents. We've broken the free agent signing period into a 10-day process. Basically, you can make as many offers per day as you'd like - so long as you remain within your budget. Free agents will mull overnight on any offer you make, and let you know the next day whether they've accepted the offer, declined it, signed with another team or haven't made a decision yet. That is, of course, unless you really low-ball a player, in which case he and his agent may decide not to speak with you any more.

Taking into account your budget points available, highlight and select any player that you're interested in signing (remember that pulling either trigger will allow you to see players from all different positions).

Say you're interested in signing free agent Frank Thomas to be your everyday first baseman. Highlight his name and press the **A** button to begin contract talks. His agent may say that The Big Hurt wants a four-year deal at 14 budget points per year. Now, it's time for you to decide what you'd like to do. Do you agree to the demands, figuring that's a reasonable price for a power-hitting

corner guy? Maybe you think that four years is an awfully long contract to be giving a 35-year-old, and you'd rather make it two years. Maybe you're OK with having him for four years, but you'd like to see them come down a bit to, say, 11 BPs per year. Heck, you might even decide that you don't want him to even look elsewhere, so you up the offer to 16 BPs per year as an sign of how interested you really are. Remember, you're completing with 29 other clubs for the right to his services, so it pays to be earnest in your dealings.

Once you're ready to begin a new day and see if any free agents indeed accepted your offers, press **START** and select End Round. The Signed Free Agents screen will appear telling you who signed where. If you got the guy(s) you wanted, great! If not, it may be time for Plan B. Follow the same procedure as above to make offers to other free agents, but remember, the free agency period lasts only 10 days. If at any point you'd like the CPU to step in and finish things up for you, press **START**.

BIG LEAGUE CHALLENGE



Another new component to World Series Baseball this year is the addition of the Big League Challenge, presented by Sega Sports. Held annually at Cashman Field in Las Vegas, the Big League Challenge invites eight of the top home run hitters in the major leagues to compete to see who's really the king of swing.

The object of the game is simple: hit more home runs than your opponent. Players square off against each other, with the winner advancing to the next round and the loser going home. Each player gets three "outs" per inning, with an out considered to be

any ball that is swung at that does NOT go over the fence for a home run. Any home run is worth one run. If the score is tied at the end of regulation, the combatants play one extra inning by the above rules. If the game is STILL tied after that, each player receives one at-bat per inning, and the two will keep playing until a winner is determined.

Under Game Modes, selecting Big League Challenge will bring you to the BLC Setup Screen. From here, you can set various options for the game, including the length of the game, location/speed of pitches and size of the batting cursor. For an extra challenge, try playing with the Batting Control option set to Power Pro Hitting. With this option selected, you'll need to press and hold the **A/B** button early to shift your weight back and then release the button to bring your weight forward and really get your body behind the swing.

SEGA SPORTS CHALLENGE

New to World Series Baseball this year is the addition of the Sega Sports Challenge – an exciting new mode of play that allows you to see how you stack up alongside other great gamers nationwide. After completing a Sega Sports Challenge game, you can log on to www.segasports.com and enter a code to see how your stats compare.

Getting Started

To begin the Sega Sports Challenge, you must first have a User Record (if you have not already created one, select User List, select Create New User, and create a new name). Then select Play Challenge Game to begin. In an effort to create a level playing field for all gamers, we've set difficulty to the All-Star levels, so you'll really need to be on top of your game to put together a top score. All Sega Sports Challenge games are one-player only (so don't think you can jump to the top of the list if you just feed yourself home run balls!), and all rosters and difficulty-related options are NOT modifiable.

Getting Your Codes



Play the Sega Sports Challenge game just as you would a regular game. When you complete the game, select Challenge Averages to view your hitting and pitching statistics. At the bottom of the screen, you'll notice a long string of text. This is your Sega Sports Challenge code. To find out where your statistics rank you among all WSB 2K3 users, log on to the main page at www.segasports.com and enter your code.

Sega Sports Challenge users will also have the opportunity to win various prizes, including a chance to actually have your name, picture and stats included in next year's version of World Series Baseball. Be sure to check out the web site for additional Sega Sports Challenge rules and information.

REPLAY



Get a look at the just-concluded play from any conceivable angle with WSB 2K3's fantastic replay camera.

Button	Action
left thumbstick	Rotate camera
D-Pad	Move yellow highlight cursor
A	Play at normal speed or Pause
B	Return to Pause screen
White	Zoom out
Black	Zoom in
left trigger	Rewind
right trigger	Fast forward
START	Return to the game

SAVE/LOAD

To save a game or any other data at any point, go to your mode's main menu. Selecting Save will bring you to the Save Game screen, where you can then save your game to the Xbox hard drive or to a memory unit. You'll be prompted to name your save, so you can give it a name like "SF Giants Franchise" if you'd like to know exactly what each save file contains. In addition, all game modes will prompt you to save the game when you exit, so you won't lose any game information unnecessarily.

Similarly, to load a game, select Load Game from the Main Menu. The Load Game screen will appear, showing all the different saves you have to choose from.

New For 2K3 – Saving Games In-Progress

Let's say you're in the middle of a classic pitcher's duel between Roger Clemens and Pedro Martinez. It's 1-1 heading to the bottom of the seventh, and you've got the top of the order coming up. But, RATS, it's almost time for baseball practice! What do you do?

This year, instead of leaving your Xbox sitting there for the next three hours, you can elect to save the game right where you are, and then come back and pick it up from there at a later time. (Note that the game will save from the last COMPLETED half-inning.) From the Pause screen, select Save, or select Quit and then "Save game" when the game asks "Would you like to save to the last half-inning?"

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